

**REVISED PROPOSED CLAIM AMENDMENTS  
(FOR DISCUSSION PURPOSES ONLY)**

55. (Proposed Amendment) A centralized gaming system, comprising:

a central server system storing a plurality of games of chance, the central server providing the plurality of games to a plurality of remote display terminals linked to the central server; and

at least one of the remote display terminals ~~terminal linked to the central server system,~~  
~~the at least one remote display terminal~~ including a display, a processor, and an accounting meter, [[and]]

wherein in response to any credits on the accounting meter being redeemed and the at least one remote display terminal being idle for a predetermined period of time, the processor display displaying causes the display to display a plurality of game selection indicia corresponding to the plurality of games[[;]] provided by the central server, and

~~wherein~~ in response to one of the games from the central server being selected for play according to the game selection indicia displayed at ~~one of~~ the at least one remote display terminal, the processor executes software for the selected game ~~is executed~~ to randomly select an outcome[[,]] and the outcome is visually represented on the display of the one remote display terminal, the processor causing the display of the one remote display terminal ~~displaying to display~~ the

selected game until any credits on the accounting meter have been redeemed and  
the at least one remote display terminal has been idle for the predetermined period  
of time.

56. (Proposed Amendment) The gaming system of Claim 55, wherein in response to one of  
the games being selected for play at the at least one remote display terminal at least some  
software for the selected game is downloaded from the central server system to the at least one  
remote display terminal and is selectively executed at the at least one remote display terminal.

57. (Proposed Amendment) The gaming system of Claim 55, wherein in response to one of  
the games being selected for play at the at least one remote display terminal, at least some  
software for the selected game is executed at the central server system.

58. (Previously Presented) The gaming system of Claim 55, wherein the software includes a  
random number generator for randomly selecting the outcome.

59. (Previously Presented) The gaming system of Claim 55, wherein the at least one remote  
display terminal includes upper and lower video displays, the upper video display depicting  
billboard indicia, the lower display visually representing the outcome.

60. (Previously Presented) The gaming system of Claim 59, wherein the upper display is a  
flat panel display selected from a group consisting of a liquid crystal display (LCD), plasma  
display, field emission display, digital micromirror display (DMD), dot matrix display, and  
vacuum florescent display (VFD).

61-70. (Cancelled)

71. (Proposed Amendment) A method of executing a game of chance, comprising:
- providing a central server system storing a plurality of games of chance and ~~including a~~  
~~play engine~~ providing the plurality of games to a plurality of remote display  
terminals linked to the central server, at least one of the remote display terminals  
including a display, a processor, and an accounting meter;
- ~~providing at least one display terminal remote from and linked to the central server~~  
~~system, the at least one remote display terminal including a display;~~
- in response to any credits on the accounting meter of the at least one remote display  
terminal being redeemed and the at least one remote display terminal being idle  
for a predetermined period of time, displaying, using the processor, a plurality of  
game selection indicia on the display, the plurality of game selection indicia  
corresponding to the plurality of games provided by the central server;
- receiving, according to the game selection indicia at the at least one of the display  
~~terminals~~ terminal, a player's selection of one of the games from the central server  
to be played at the at least one display terminal;
- executing, using the processor, software for the selected game to randomly select an  
outcome;
- visually representing the outcome on a display of the at least one of the display terminals  
terminal; and

displaying, using the processor, the selected game on the display until any credits on the accounting meter of the at least one remote display terminal have been redeemed and the at least one display terminal has been idle for the predetermined period of time.

72. (Previously Presented) The method of Claim 71, wherein the step of executing the software includes generating a random number for randomly selecting the outcome.

73. (Proposed Amendment) The method of Claim 71, further including downloading at least some software for the selected game to the at least one display terminal, and selectively executing the software for the selected game at the at least one display terminal.

74. (Previously Presented) The method of Claim 71, further including executing at least some software for the selected game at the central server system.

75-92. (Cancelled)

93. (Proposed Amendment) The gaming system of Claim 56, wherein the at least some software executed at the at least one remote display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

94. (Previously Presented) The gaming system of Claim 57, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.

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95. (Proposed Amendment) The method of Claim 73, wherein the at least some software executed at the at least one display terminal is audiovisual software for visually representing the outcome on the display of the one of the display terminals.

96. (Previously Presented) The method of Claim 74, wherein the at least some software executed at the central server system is game play software for randomly selecting an outcome.